

1 **ABSTRACT**
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3 A method of generating a development project including at least a matrix
4 switch and one or more adjacent objects is presented comprising establishing an
5 initial rendering of the development project, and negotiating buffer size and
6 attributes between an input/output coupling the matrix switch to an input/output of
7 the adjacent objects, wherein the negotiated buffer is utilized to communicate
8 information between the input/output of the matrix switch and the input/output of
9 the adjacent object by sharing information via the shared buffer.
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